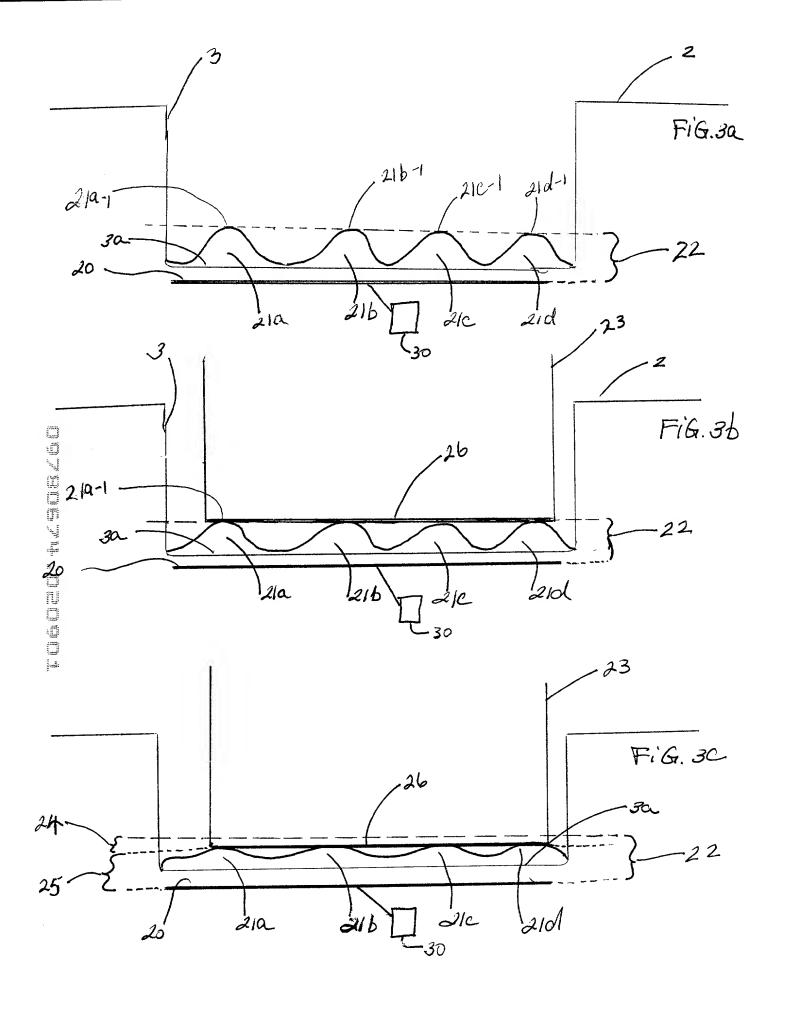


FiG. 2



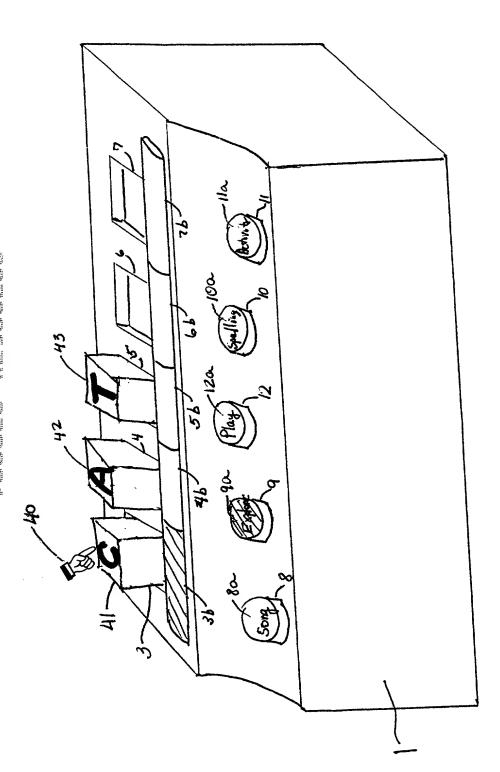
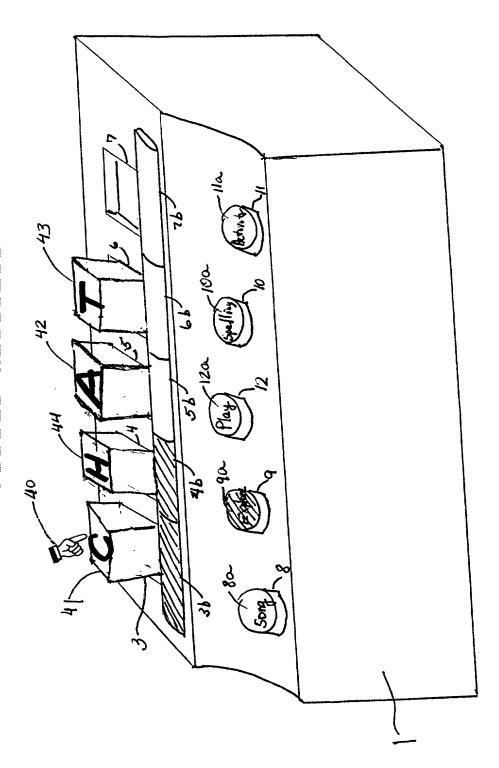


Fig. 40



M. 191. 46

[G 4C

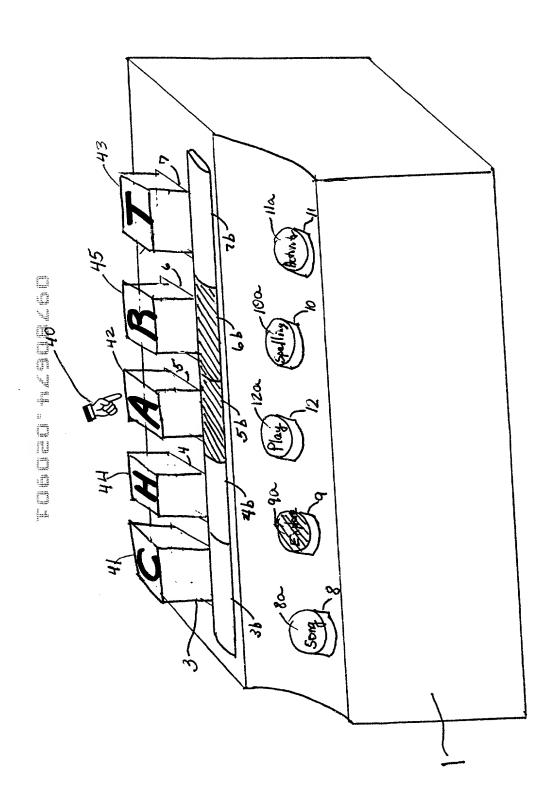


Fig. 18

FiG. 4e

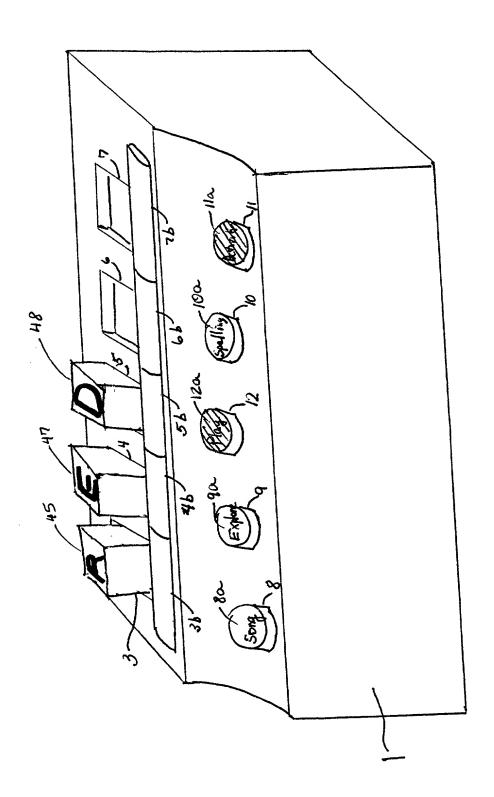


Fig. 5

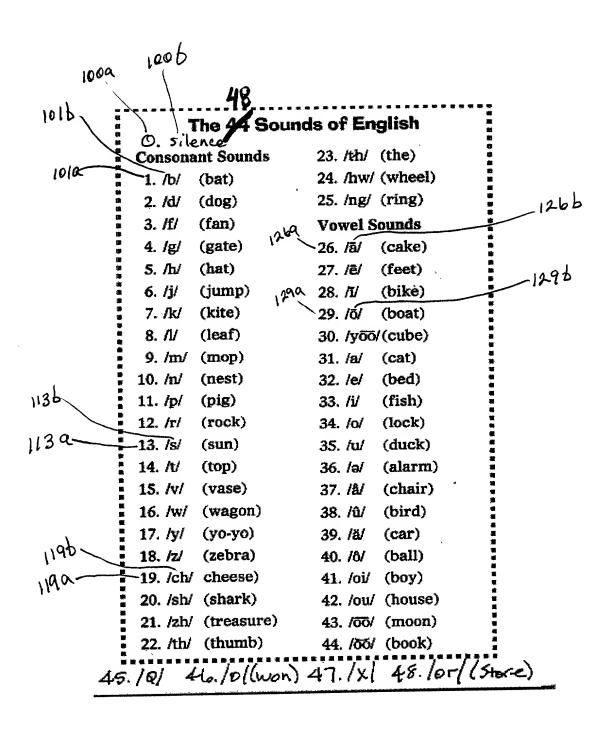


Fig. 6

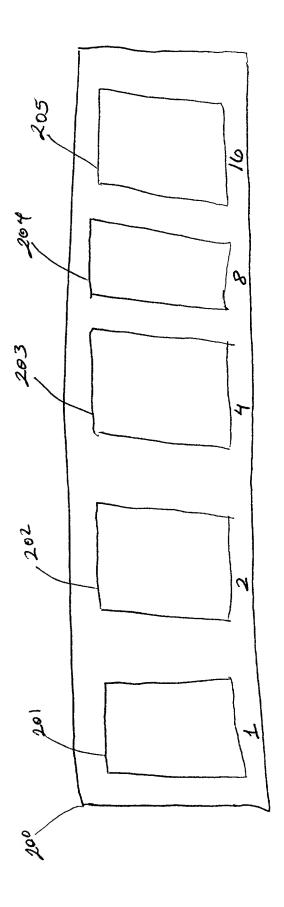


FiG. 7a

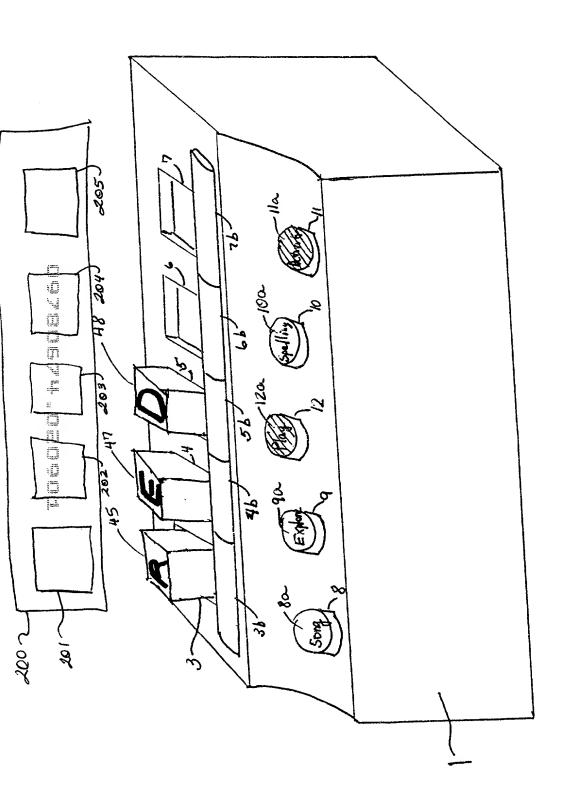


Fig. 76

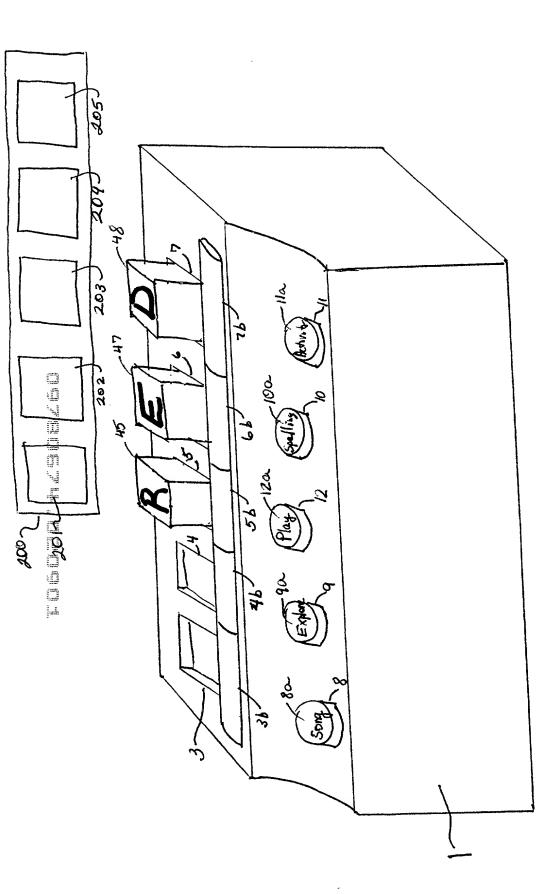


Fig. 7C

```
/a [ "a" [ "26" ] [ "01" ] true] def
                    /i [ "i" [ "28" ] [ "01" ] true ] def
                    /am [ "am" [ "31" "9" ] [ "01" "02" ] true ] def
                    /an [ "an" [ "31" "10" ] [ "01" "02" ] true ] def
                    /as [ "as" [ "31" "18" ] [ "01" "02" ] true ] def
               7. /at [ "at" [ "31" "14" ] [ "01" "02" ] true ] def
                    /be [ "be" [ "1" "27" ] [ "01" "02" ] true ] def
               9. /by [ "by" [ "1" "28" ] [ "01" "02" ] true ] def
               10. /do [ "do" [ "2" "43" ] [ "01" "02" ] true ] def
                11. /go [ "go" [ "4" "29" ] [ "01" "02" ] true ] def
                12. /he [ "he" [ "5" "27" ] [ "01" "02" ] true ] def
                13. /if [ "if" [ "33" "3" ] [ "01" "02" ] true ] def
                14. /in [ "in" [ "33" "10" ] [ "01" "02" ] true ] def
                15. /is [ "is" [ "33" "18" ] [ "01" "02" ] true ] def
                16. /it [ "it" [ "33" "14" ] [ "01" "02" ] true ] def
                17. /me [ "me" [ "9" "27" ] [ "01" "02" ] true ] def
302
                18. /my [ "my" [ "9" "28" ] [ "01" "02" ] true ] def
                19. /no [ "know" [ "10" "29" ] [ "01" "02" ] true ] def
                20. /of [ "of" [ "36" "15" ] [ "01" "02" ] true ] def
                21. /on [ "on" [ "34" "10" ] [ "01" "02" ] true ] def
                22. /or [ "or" [ "29" "12" ] [ "01" "02" ] true ] def
                23. /ox [ "ox" [ "34" "47" ] [ "01" "02" ] true ] def
                24. /so [ "sew" [ "13" "29" ] [ "01" "02" ] false ] def
                25. /to [ "to" [ "14" "43" ] [ "01" "02" ] true ] def
                26. /up [ "up" [ "35" "11" ] [ "01" "02" ] true ] def
                                                                                   305 306
                27. /us [ "us" [ "35" "13" ] [ "01" "02" ] true ] def
                28. /we [ "we" [ "16" "27" ] [ "01" "02" ] true ] def
                            30,3
                                                                                                      - 308
                           ["ace" [ "26" "13" "0" ] [ "05" "02" "05" ] true ] def
                          [ "act" [ "31" "7" "14" ] [ "01" "02" "04" ] true ] def
                30. /act
                                                                                                   309
                           ["age" ["26" "6" "0" ] ["05" "02" "05" ] true ] def
                31. /age
                           ["ago" ["36" "4" "29" ] [ "01" "02" "04" ] true ] def
                32. /ago
                          [ "air" [ "37" "37" "12" ] [ "03" "03" "04" ] true ] def
                33. /air
                          ["all" ["40" "8" "8"] ["01" "02" "04"] true] def
                34. /all
                          [ "and" [ "31" "10" "2" ] [ "01" "02" "04" ] true ] def
                           ["ant" ["31" "10" "14" ] ["01" "02" "04" ] true ] def
                36. /ant
                            [ "any" [ "32" "10" "27" ] [ "01" "02" "04" ] true ] def
                37. /any
                           [ "ape" [ "26" "11" "0" ] [ "05" "02" "05" ] true ] def
                38. /ape
                           [ "are" [ "39" "12" "0" ] [ "03" "03" "04" ] true ] def
                40. /arm [ "arm" [ "39" "12" "9" ] [ "03" "03" "04" ] true ] def
                           [ "art" [ "39" "12" "14" ] [ "03" "03" "04" ] true ] def
                41. /art
                          ["ask" ["31" "13" "7" ] ["01" "02" "04" ] true ] def
                42. /ask
                           ["ate" ["26" "14" "0" ] ["05" "02" "05" ] true ] def
                43. /ate
                           ["bad" [ "1" "31" "2" ] [ "01" "02" "04" ] true ] def
                44. /bad
                          ["bag" ["1" "31" "4" ] ["01" "02" "04" ] true ] def
                45. /bag
                46. /bar [ "bar" [ "1" "39" "12" ] [ "01" "02" "04" ] true ] def
```

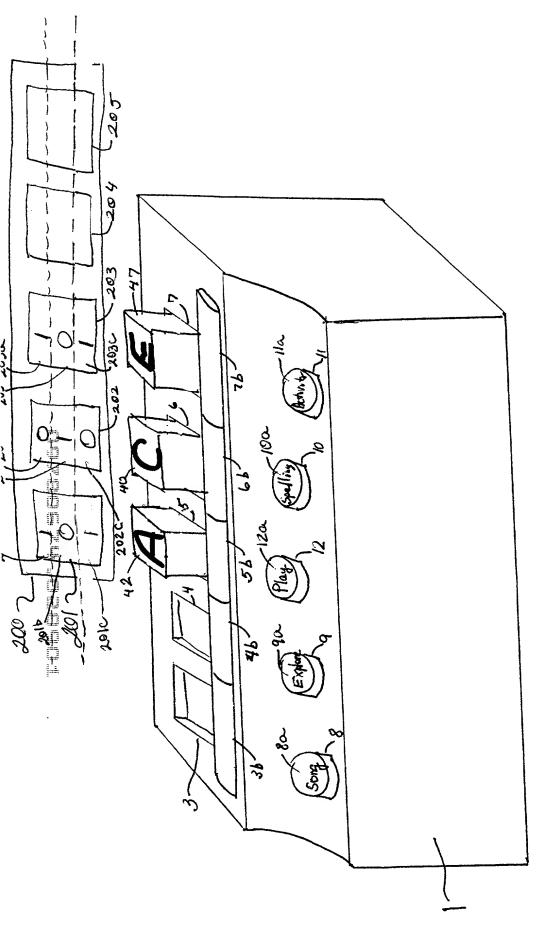
/worddict 2048 dict dup begin

1.

["bat" ["1" "31" "14"] ["01" "02" "04"] true] def 47. /bat ["bed" ["1" "32" "2"] ["01" "02" "04"] true] def 48. /bed ["bee" ["1" "27" "27"] ["01" "06" "06"] true] def 49. /bee 50. /bet ["bet" ["1" "32" "14"] ["01" "02" "04"] true] def ["big" ["1" "33" "4"] ["01" "02" "04"] true] def 51. /big ["bit" ["1" "33" "14"] ["01" "02" "04"] true] def 52. /bit 53. /bow ["bow" ["1" "29" "29"] ["01" "06" "06"] true] def ["box" ["1" "34" "47"] ["01" "02" "04"] true] def 54. /box ["boy" ["1" "41" "41"] ["01" "06" "06"] true] def 55. /boy ["bud" ["1" "35" "2"] ["01" "02" "04"] true] def 56. /bud ["bug" ["1" "35" "4"] ["01" "02" "04"] true] def 57. /bug ["bun" ["1" "35" "10"] ["01" "02" "04"] true] def 58. /bun ["bus" ["1" "35" "13"] ["01" "02" "04"] true] def 59. /bus ["but" ["1" "35" "14"] ["01" "02" "04"] true] def 60. /but ["by" ["1" "28" "28"] ["01" "06" "06"] true] def 61. /buy ["by" ["1" "28" "0"] ["01" "06" "06"] true] def 62. /bye ["cab" ["7" "31" "1"] ["01" "02" "04"] true] def 63. /cab ["can" ["7" "31" "10"] ["01" "02" "04"] true] def 64. /can ["cap" ["7" "31" "11"] ["01" "02" "04"] true] def 65. /cap ["car" ["7" "39" "12"] ["01" "02" "04"] true] def 66. /car ["cat" ["7" "31" "14"] ["01" "02" "04"] true] def 67. /cat ["cop" ["7" "34" "11"] ["01" "02" "04"] true] def 68. /cop ["cow" ["7" "42" "42"] ["01" "06" "06"] true] def 69. /cow ["cry" ["7" "12" "28"] ["01" "02" "04"] true] def 70. /cry ["cup" ["7" "36" "11"] ["01" "02" "04"] true] def 71. /cup ["cut" ["7" "36" "14"] ["01" "02" "04"] true] def 72. /cut ["dad" ["2" "31" "2"] ["01" "02" "04"] true] def 73. /dad ["day" ["2" "26" "26"] ["01" "06" "06"] true] def 74. /day ["den" ["2" "32" "10"] ["01" "02" "04"] true] def 75. /den ["did" ["2" "33" "2"] ["01" "02" "04"] true] def 76. /did ["dig" ["2" "33" "4"] ["01" "02" "04"] true] def 77. /dig ["dog" ["2" "40" "4"] ["01" "02" "04"] true] def 78. /dog ["dot" ["2" "34" "14"] ["01" "02" "04"] true] def 79. /dot ["dry" ["2" "12" "28"] ["01" "02" "04"] true] def 80. /dry ["ear" ["27" "27" "12"] ["03" "03" "04"] true] def 81. /ear ["eat" ["27" "27" "14"] ["03" "03" "04"] true] def 82. /eat ["egg" ["32" "4" "4"] ["01" "06" "06"] true] def 83. /egg ["end" ["32" "10" "2"] ["01" "02" "04"] true] def 84. /end ["eye" ["28" "28" "0"] ["04" "05" "07"] true] def 85. /eye ["fan" ["3" "31" "10"] ["01" "02" "04"] true] def 86. /fan ["far" ["3" "39" "12"] ["01" "02" "04"] true] def 87. /far ["fat" ["3" "31" "14"] ["01" "02" "04"] true] def 88. /fat ["fed" ["3" "32" "2"] ["01" "02" "04"] true] def 89. /fed ["few" ["3" "30" "30"] ["01" "06" "06"] true] def 90. /few ["fit" ["3" "33" "14"] ["01" "02" "04"] true] def 91. /fit ["fix" ["3" "33" "47"] ["01" "02" "04"] true] def 92. /fix ["fly" ["3" "8" "28"] ["01" "02" "04"] true] def ["for" ["3" "29" "12"] ["01" "02" "04"] true] def 94. /for ["fox" ["3" "34" "47"] ["01" "02" "04"] true] def 95. /fox ["fry" ["3" "12" "28"] ["01" "02" "04"] true] def 96. /fry ["fun" ["3" "36" "10"] ["01" "02" "04"] true] def 97. /fun ["fur" ["3" "38" "12"] ["01" "02" "04"] true] def 98. /fur ["gap" ["4" "31" "11"] ["01" "02" "04"] true] def 100./get ["get" ["4" "32" "14"] ["01" "02" "04"] true] def

["gnu" ["0" "10" "43"] ["03" "02" "04"] true] def 101./gnu ["got" ["4" "34" "14"] ["01" "02" "04"] true] def 102./got ["gum" ["4" "35" "9"] ["01" "02" "04"] true] def 103./gum ["guy" ["4" "28" "28"] ["01" "06" "06"] true] def 104./guy ["had" ["5" "31" "2"] ["01" "02" "04"] true] def 105./had ["ham" ["5" "31" "9"] ["01" "02" "04"] true] def 106./ham ["has" ["5" "31" "18"] ["01" "02" "04"] true] def 107./has 108./hat ["hat" ["5" "31" "14"] ["01" "02" "04"] true] def 109./hay ["hay" ["5" "26" "26"] ["01" "06" "06"] true] def ["hen" ["5" "32" "10"] ["01" "02" "04"] true] def 110./hen ["her" ["5" "38" "12"] ["01" "02" "04"] true] def 111./her ["hay" ["5" "26" "26"] ["01" "06" "06"] false] def 112./hev ["hid" ["5" "33" "2"] ["01" "02" "04"] true] def 113./hid 114./him ["him" ["5" "33" "9"] ["01" "02" "04"] true] def 115./hip ["hip" ["5" "33" "11"] ["01" "02" "04"] true] def 116./his ["his" ["5" "33" "18"] ["01" "02" "04"] true] def 117./hit ["hit" ["5" "33" "14"] ["01" "02" "04"] true] def ["hog" ["5" "34" "4"] ["01" "02" "04"] true] def 118./hog ["hop" ["5" "34" "11"] ["01" "02" "04"] true] def 119./hop ["hot" ["5" "34" "14"] ["01" "02" "04"] true] def 120./hot ["how" ["5" "42" "42"] ["01" "06" "06"] true] def 121./how ["hug" ["5" "35" "4"] ["01" "02" "04"] true] def 122./hug 123./hum ["hum" ["5" "35" "9"] ["01" "02" "04"] true] def 124./hut ["hut" ["5" "35" "14"] ["01" "02" "04"] true] def ["ice" ["28" "13" "0"] ["05" "02" "05"] true] def 125./ice ["ink" ["33" "10" "7"] ["01" "02" "04"] true] def 126./ink ["jam" ["6" "31" " 9"] ["01" "02" "04"] true] def 127./jam 128./jar ["jar" ["6" "39" "12"] ["01" "06" "04"] true] def 129./jaw ["jaw" ["6" "40" "40"] ["01" "05" "04"] true] def 130./jet ["jet" ["6" "32" "14"] ["01" "02" "04"] true] def ["job" ["6" "40" "1"] ["01" "02" "04"] true] def 131./job 132./jog ["jog" ["6" "40" "4"] ["01" "02" "04"] true] def ["joy" ["6" "41" "41"] ["01" "06" "06"] true] def 133./joy ["jug" ["6" "35" "4"] ["01" "02" "04] true] def 134./jug ["key" ["7" "27" "27"] ["01" "06" "06"] true] def 135./key ["kid" ["7" "33" "2"] ["01" "02" "04"] true] def 136./kid 137./kit ["kit" ["7" "33" "14"] ["01" "02" "04"] true] def ["lab" ["8" "31" "1"] ["01" "02" "04"] true] def 138./lab ["lay" ["8" "26" "26"] ["01" "06" "06"] true] def 139./lay 140./leg ["leg" ["8" "32" "4"] ["01" "02" "04"] true] def 141./let ["let" ["8" "32" "14"] ["01" "02" "04"] true] def ["lid" ["8" "33" "2"] ["01" "02" "04"] true] def 142./lid ["lie" ["8" "28" "0"] ["01" "06" "06"] true] def 143./lie 144./lip ["lip" ["8" "33" "11"] ["01" "02" "04"] true] def 145./log ["log" ["8" "34" "4"] ["01" "02" "04"] true] def ["lot" ["8" "34" "14"] ["01" "02" "04"] true] def 146./lot 147./mad ["mad" ["9" "31" "2"] ["01" "02" "04"] true] def 148./man ["man" ["9" "31" "10"] ["01" "02" "04"] true] def 149./map ["map" ["9" "31" "11"] ["01" "02" "04"] true] def 150./mat ["mat" ["9" "31" "14"] ["01" "02" "04"] true] def 151./may ["may" ["9" "26" "26"] ["01" "06" "06"] true] def 152./men ["men" ["9" "32" "10"] ["01" "02" "04"] true] def 153./met ["met" ["9" "32" "14"] ["01" "02" "04"] true] def 154./mix ["mix" ["9" "33" "47"] ["01" "02" "04"] true] def

155./mom ["mom" ["9" "34" "9"] ["01" "02" "04"] true] def ["moo" ["9" "43" "43"] ["01" "06" "06"] true] def 156./moo ["mop" ["9" "34" "11"] ["01" "02" "04"] true] def 157./mop ["mud" ["9" "35" "2"] ["01" "02" "04"] true] def 158./mud ["mug" ["9" "35" "4"] ["01" "02" "04"] true] def 159./mug ["nap" ["10" "31" "11"] ["01" "02" "04"] true] def 160./nap ["net" ["10" "32" "14"] ["01" "02" "04"] true] def 161./net ["new" ["10" "43" "43"] ["01" "06" "06"] true] def 162./new ["nod" ["10" "34" "2"] ["01" "02" "04"] true] def 164./not ["not" ["10" "34" "14"] ["01" "02" "04"] true] def ["now" ["10" "42" "42"] ["01" "06" "06"] true] def 165./now 166./nut ["nut" ["10" "35" "14"] ["01" "02" "04"] true] def ["off" ["34" "3" "3"] ["01" "06" "06"] true] def 167./off ["oil" ["41" "41" "8"] ["03" "03" "04"] true] def 168./oil ["old"["29" "8" "2"]["01" "02" "04"] true] def 169./old ["one" ["16" "10" "0"] ["01" "02" "04"] true] def 170./one 171./our ["our" ["42" "42" "12"] ["03" "03" "04"] true] def ["out" ["42" "42" "14"] ["03" "03" "04"] true] def 172./out 173./owl ["owl" ["42" "42" "8"] ["01" "02" "04"] true] def 174./own ["own" ["29" "29" "10"] ["01" "02" "04"] true] def 175./pad ["pad" ["11" "31" "2"] ["01" "02" "04"] true] def ["pal" ["11" "31" "8"] ["01" "02" "04"] true] def 176./pal 177./pan ["pan" ["11" "31" "10"] ["01" "02" "04"] true] def 178./pat ["pat" ["11" "31" "14"] ["01" "02" "04"] true] def ["pea" ["11" "27" "27"] ["01" "06" "06"] true] def 179./pea ["pen" ["11" "32" "10"] ["01" "02" "04"] true] def 180./pen ["pet" ["11" "32" "14"] ["01" "02" "04"] true] def 181./pet ["pie" ["11" "28" "28"] ["01" "06" "06"] true] def 182./pie ["pig" ["11" "33" "4"] ["01" "02" "04"] true] def 183./pig ["pin" ["11" "33" "10"] ["01" "02" "04"] true] def 184./pin 185./pit ["pit" ["11" "33" "14"] ["01" "02" "04"] true] def 186./pop ["pop" ["11" "34" "11"] ["01" "02" "04"] true] def 187./pot ["pot" ["11" "34" "14"] ["01" "02" "04"] true] def 188./put ["put" ["11" "36" "14"] ["01" "02" "04"] true] def ["rag" ["12" "31" "8"] ["01" "02" "04"] true] def ["ram" ["12" "31" "9"] ["01" "02" "04"] true] def 190./ram 191./ran ["ran" ["12" "31" "10"] ["01" "02" "04"] true] def ["rap" ["12" "31" "11"] ["01" "02" "04"] true] def 192./rap 193./rat ["rat" ["12" "31" "14"] ["01" "02" "04"] true] def ["raw" ["12" "34" "34"] ["01" "06" "06"] true] def 194./raw ["ray" ["12" "26" "26"] ["01" "06" "06"] true] def 195./ray 196./red ["red" ["12" "31" "2"] ["01" "02" "04"] true] def ["rib" ["12" "33" "1"] ["01" "02" "04"] true] def 197./rib ["rid" ["12" "33" "2"] ["01" "02" "04"] true] def 198./rid ["rip" ["12" "33" "11"] ["01" "02" "04"] true] def 199./rip 200./rod ["rod" ["12" "34" "2"] ["01" "02" "04"] true] def 201./rot ["rot" ["12" "34" "14"] ["01" "02" "04"] true] def ["row" ["12" "29" "29"] ["01" "06" "06"] true] def ["rub" ["12" "35" "1"] ["01" "02" "04"] true] def 203./rub ["rug" ["12" "35" "4"] ["01" "02" "04"] true] def 204./rug ["run" ["12" "35" "10"] ["01" "02" "04"] true] def 205./run 206./sad ["sad" ["13" "31" "2"] ["01" "02" "04"] true] def 207./sat $\;$ ["sat" ["13" "31" "14"] ["01" "02" "04"] true] def 208./saw ["saw" ["13" "40" "40"] ["01" "06" "06"] true] def



F. Q. 9

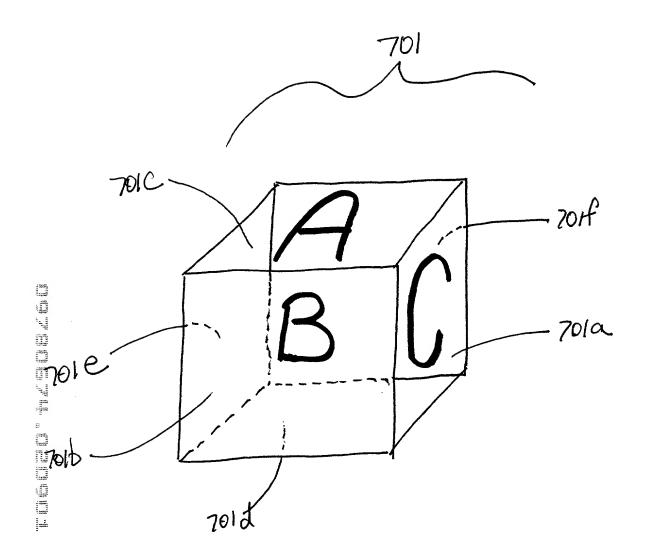


FiG. 10

Create virtual word with the letters in the block stations 400 (Pass 1) Shift through each letter of the virtual word: assign each letter its normal sound; light the block station for that letter. (Pass 2) Find each consonant in the virtual word 402a If the letter preceding a consonant is also a consonant, and if the two consonants are the same consonant: assign first consonant the silence phoneme #0; allow second consonant to default to its normal sound; light block stations for both consonants. 402b (Pass 3) If the virtual word has the letter 'h', and if the letter 'c' immediately precedes the letter 'h': assign the /ch/ phoneme #19 to both the 'c' and the 'h'; light block stations for both 'c' and 'h'. 403 (Pass 4) If the virtual word has the letter 't', if the letter immediately preceding the letter 't' is the letter 'h', and if the letter immediately preceding the letter 'h' is the letter g: assign the silence phoneme #0 to both the 'g' and 'h' block stations; allow the 't' letter to default to its normal sound; light all three block stations for 'g', 'h', and 't'.

Fig. 11a

(Pass 5)

If the virtual word has the letter 'g', and if letter immediately following the 'g', is 'e' or 'i': assign the letter 'g' the /j/ phoneme #6; light both block stations for 'g', and for the 'e' or 'i'.

405

(Pass 6)

If the virtual word has the letter 'c', and if the letter immediately following the letter 'c', is 'e' or 'i': assign the letter 'c' the /s/ phoneme #13; light both block stations for 'g', and for the 'e' or 'i'.

406

(Pass 7)

If 'k' is the last letter of the virtual word, and if the letter 'k' is immediately preceded by the letter 'c': assign the /k/ phoneme #7 to both the 'k' and the 'c'; light both the 'k' and the 'c' block stations.

407

(Pass 8)

If 'k' is the first letter of the virtual word, and if the letter 'k' is followed by the letter 'n': assign the letter 'k' the silence phoneme #0; light both the 'k' and the 'n' block stations.

408

(Pass 9)

If 'w' is the first letter of the virtual word, and if the letter 'r' immediately follows the letter 'w'; assign the 'w' the silence phoneme #0; light both the 'w' and the 'r' block stations.

409

(410)

(Pass 10)

If the virtual word has the letter 'e', and if a second letter 'e' precedes or follows the first letter 'e'; assign both letters 'e' the /ē/ phoneme #27; light the block stations for both 'e' letters.

410

(Pass 11)

If the virtual word has the letter 'r', and if the letter 'r' is immediately preceded by a vowel, then: if the vowel is the letter 'i', assign the letter 'i' the /û/ phoneme #38; else if the vowel is the letter 'u', assign the letter 'u' the /û/ phoneme #38; else if the vowel is the letter 'e', assign the letter 'e' the /û/ phoneme #38; else if the vowel is the letter 'a', assign the letter 'a' the /ä/ phoneme #39; else if the vowel is the letter 'o', assign the letter 'o' the /ö/ phoneme #48; light the block stations for the vowel and the letter 'r'.

411

(Pass 12)

If the virtual word has the letter 'r', and if the letter 'r' is immediately preceded by the letter 'a' or the letter 'o', and if the letter 'r' is immediately followed by the letter 'e':

assign the letter 'e' the silence phoneme #0;

if the letter preceding the letter 'r' is the letter 'a', then assign the letter 'a' the /â/ phoneme #37;

else if the letter preceding the letter 'r' is the letter 'o', then assign the letter 'o' the /ö/phoneme #48;

light the block stations for the letter 'r', and 'e', and for the letters 'a' or 'o'.

412

(Pass 13)

If the virtual word ends in the letter 'y', and if the virtual word has no vowels: assign the letter 'y' the /ī/ phoneme #28; else if the virtual word ends in the letter 'y', and if the virtual word has at least one vowel: assign the letter 'y' the /ē/ phoneme #27.



(Pass 14)

If the virtual word has the letter 'y', and if the letter immediately preceding the letter 'y' is the letter 'a': assign the letter 'y' the silence phoneme #0; assign the letter 'a' the /ā/ phoneme #26; light the block stations for both the 'a' and the 'y'.

414

(Pass 15)

If the last letter in the virtual word is a vowel, and
If there is only one vowel in the virtual word, then:
if the vowel is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;
else if the vowel is the letter 'i', assign the letter 'i' the /ī/ phoneme #28;
else if the vowel is the letter 'o', assign the letter 'o' the /ō/ phoneme #29.

J,

(Pass 16)

If the virtual word has the letter 'h', and if the letter 'h' is immediately preceded by the letter 'g', and if the letter 'g' is immediately preceded by the letter 'i', then: assign the silence phoneme #0 to both the letters 'g' and 'h'; assign the /ī/ phoneme 28 to the letter 'i'; light the block stations for the letters 'i', 'g', and 'h'.

416

(Pass 17)

If the virtual word has the letter 'o', and if the letter 'o' is immediately preceded by or immediately followed by another letter 'o', then:

assign both letter 'o's the /ōo/ phoneme #43; and light the block stations for both letter 'o's.

417

(Pass 18)

If the virtual word has the letter 'w', and if the letter 'w' is immediately preceded by the letter 'e', then: assign both letter 'e' and letter 'w' the /ōo/ phoneme #43; and light the block stations for both letters.



(Pass 19)

If the virtual word has the letter 'u', and if the letter 'u' is immediately followed by a consonant, and if the consonant is immediately followed by the letter 'e', then:

assign the letter 'e' the silence phoneme #0;
assign the letter 'u' the /ōō/ phoneme #43; and light the block station for the letter 'u' and the block station for the letter 'e'.

419

(Pass 20)

If the virtual word has the letter 'o', and if the letter 'o' is immediately followed by the letter 'u', then: assign the letters 'o' and 'u' the /ou/ phoneme #42.; and light the block station for the letter 'o' and the block station for the letter 'u'.

420

(Pass 21)

If the virtual word has the letter 'g', and if the letter 'g' is immediately followed by the letter 'n', then:
assign the letter 'g' the silence phoneme #0;
the letter 'n' defaults to its normal sound; and light the block station for the letter 'g' and the block station for the letter 'n'.

421

(Pass 22)

If the virtual word has the letter 'y', and if the letter 'y' is immediately preceded by the letter 'o', then: assign the letter 'o' the /oi/ phoneme #41; assign the letter 'y' the /oi/ phoneme #41; and light the block station for the letter 'o' and the block station for the letter 'y'.

422

(Pass 23)

If the virtual word has the letter 'h', and if the letter 'h' is directly preceded by the letter 'w', then: assign the letter 'w' the /hw/ phoneme #24; assign the letter 'h' the /hw/ phoneme #24; and light the block station for the letter 'w' and the block station for the letter 'h'.

424)

Fig. 11e

(Pass 24)

If the virtual word has two vowels, and if the word ends in the letter 'e', and

if the letter that directly precedes the letter 'e' is a consonant, then: assign the letter 'e' the silence phoneme #0;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/ phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the $|\bar{u}|$ phoneme #43; and

light the block station for the letter 'e' and the block station for the vowel that directly precedes the consonant.

424

(Pass 25)

If the virtual word has two vowels, and if the word ends in the letters 'ed', and if the letter that directly precedes the letter 'e' is a consonant, then: assign the letter 'e' the silence phoneme #0;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/ phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the $/\bar{u}$ / phoneme #43; and

light the block station for the letter 'e' and the block station for the vowel that directly precedes the consonant.



(Pass 26)

If the virtual word has two vowels, and if the word ends in the letters 'es', and

if the letter that directly precedes the letter 'e' is a consonant, then:

assign the letter 'e' the silence phoneme #0;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the /ā/ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the $/\bar{u}$ / phoneme #43; and

light the block station for the letter 'e' and the block station for the vowel that directly precedes the consonant.

426

(Pass 27)

If the virtual word has two vowels, and if the word ends in the letters 'er', and

if the letter that directly precedes the letter 'e' is a consonant, then:

assign the letter 'e' the /û/ phoneme #38;

if the letter directly preceding the consonant is the letter 'a', assign the letter 'a' the $/\bar{a}/$ phoneme #26;

else if the letter directly preceding the consonant is the letter 'e', assign the letter 'e' the /ē/ phoneme #27;

else if the letter directly preceding the consonant is the letter 'i', assign the letter 'i' the /ī/phoneme #28;

else if the letter directly preceding the consonant is the letter 'o', assign the letter 'o' the /ō/ phoneme #29;

else if the letter directly preceding the consonant is the letter 'u', assign the letter 'u' the $/\bar{u}/$ phoneme #43; and

light the block stations for the letters 'e' and 'r' and the block station for the vowel that directly precedes the consonant.



(Pass 28)

If the virtual word has the letter 'u', and if the letter 'u' is directly preceded by the letter 'q', then:
assign the letter 'q' the /k/ phoneme #7;
assign the letter 'u' the /w/ phoneme #16; and light the block station for the letter 'q' and the block station for the letter 'u'.

428

(Pass 29)

If the virtual word has the letter 'p', and if the letter 'p' is directly followed by the letter 'h', then: assign the letter 'p' the /f/ phoneme #3; assign the letter 'h' the /f/ phoneme #3; and light the block station for the letter 'p' and the block station for the letter 'h'.

429

(Pass 30)

If the virtual word has the letter 'n', and if the letter 'n' is directly followed by the letter 'g', then: assign the letter 'n' the /ng/ phoneme #25; assign the letter 'g' the /ng/ phoneme #25; and light the block station for the letter 'n' and the block station for the letter 'g'.

430

1

(Pass 31)

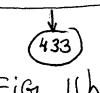
If the virtual word has the letter 's', and if the letter 's' is directly followed by the letter 'h', then: assign the letter 's' the /sh/ phoneme #20; assign the letter 'h' the /sh/ phoneme #20; and light the block station for the letter 's' and the block station for the letter 'h'.

431

(Pass 32)

If the virtual word has the letter 't', and if the letter 't' is directly followed by the letter 'h', then: assign the letter 't' the /th/ phoneme #22; assign the letter 'h' the /th/ phoneme #22; and light the block station for the letter 't' and the block station for the letter 'h'.

432



(Pass 33)

If the virtual word has the letter 'a', and if the letter 'a' is directly followed by the letter 'w', then: assign the letter 'a' the /ô/ phoneme #40; assign the letter 'w' the /ô/ phoneme #40; and light the block station for the letter 'a' and the block station for the letter 'w'.

(Pass 34)

433

If the virtual word has the letter 'a', and if the letter 'a' is directly followed by the letter 'i', then:
assign the letter 'a' the /ā/ phoneme #26;
assign the letter 'i' the /ā/ phoneme #26; and light the block station for the letter 'a' and the block station for the letter 'i'.

434

(Pass 35)

If the virtual word has the letter 'o', and if the letter 'o' is directly followed by the letter 'a', then:

assign the letter 'o' the /ō/ phoneme #29;
assign the letter 'a' the /ō/ phoneme #29; and light the block station for the letter 'o' and the block station for the letter 'a'.

435

<u>V</u> (Pass 36)

If the virtual word has the letter 'e', and if the letter 'e' is directly followed by the letter 'a', then:
assign the letter 'e' the /ē/ phoneme #27;
assign the letter 'a' the /ē/ phoneme #27; and light the block station for the letter 'e' and the block station for the letter 'a'.

436



(Pass 37)

If the virtual word has the letter 'd', and if the letter 'd' is directly preceded by the letter 'l', and if the letter 'l' is directly preceded by the letter 'u', and if the letter 'u' is directly preceded by the letter 'o', then: assign the letter 'o' the /ŏŏ/ phoneme #44; assign the letter 'u' the /ŏŏ/ phoneme #44; assign the letter 'l' the silence phoneme #0; assign the letter 'd' the /d/ phoneme #2; and light the block stations for the letters 'o', 'u', 'l', and 'd'.

437

(Pass 38)

If the virtual word has the letter 'n', and if the letter 'n' is directly preceded by the letter 'o', and if the letter 'o' is directly preceded by the letter 'i', and if the letter 'i' is directly preceded by the letter 't', then: assign the letter 't' the /sh/ phoneme #20; assign the letter 'i' the /sh/ phoneme #20; assign the letter 'o' the /9/ phoneme #36; assign the letter 'n' the /n/ phoneme #10; and light the block stations for the letters 't', 'i', 'o', and 'n'.

(Pass 39)

If the virtual word has the letter 'n', and if the letter 'n' is directly preceded by the letter 'o', and if the letter 'o' is directly preceded by the letter 'i', and if the letter 'i' is directly preceded by the letter 's', then:

assign the letter 's' the /sh/ phoneme #20;
assign the letter 'i' the /sh/ phoneme #20;
assign the letter 'o' the /9/ phoneme #36;
assign the letter 'n' the /n/ phoneme #10; and light the block stations for the letters 's', 'i', 'o', and 'n'.

(Pass 40)

If the virtual word has the letter 'c', and if the letter 'c' is directly preceded by or directly followed by another letter 'c', and if the two letter 'c's are directly followed by the letter 'e', or the letter 'i', then: assign the first letter 'c' the /k/ phoneme #7;

assign the second letter 'c' the /s/ phoneme #13; and

light the block stations for the first letter 'c', the second letter 'c', and the letter 'e' or 'i'

440

(Pass 41)

If the virtual word has the letter 'o', and if the letter 'o' is directly followed by the letter 'i', then: assign the letter 'o' the /oi/ phoneme #41; assign the letter 'i' the /oi/ phoneme #41; and light the block station for the letter 'e' and the block station for the letter 'i'.

(Pass 42)

If the last letter of the virtual word is the letter 's', then: assign the letter 's' the /z/ phoneme #18.

442

(Pass 43)

If the virtual word has the letter 'h', and if the letter 'h' is directly preceded by the letter 'c', and if the letter 'c' is directly preceded by the letter 't', then: assign the letter 't' the silence phoneme #0; and light the block stations for the letters 't', 'c', and 'h'.

443

(Pass 44)

If the virtual word has the letter 'r' or the letter 'k', and if the letter 'h' immediately follows the letter 'r', or the letter 'k', then: assign the letter 'h' the silence phoneme #0; and light the block stations for the letter 'h', and the letter 'k' or 'r'.

444

¥ 445

Fig. 11K



If the virtual word has the letter 'm', and if the letter 'm' is directly followed by the letter 'b', then: assign the letter 'b' the silence phoneme #0; and light the block stations for the letters 'm', and 'b'.

445

(Pass 46)

If the virtual word has the letter 'k' or the letter 'm', and if the letter 'l' immediately precedes the letter 'k', or the letter 'm', then: assign the letter 'l' the silence phoneme #0; and light the block stations for the letter 'l', and the letter 'm' or 'k'.

<u>446</u> ▼

(Pass 47)

If the virtual word has the letter 'b', and if the letter 'b' is directly followed by the letter 't', then: assign the letter 'b' the silence phoneme #0; and light the block stations for the letter 'b', and the letter 't'.

447

(Pass 48)

If the virtual word has the letter 'm', and if the letter 'm' is directly followed by the letter 'n', then: assign the letter 'n' the silence phoneme #0; and light the block stations for the letter 'm', and the letter 'n'.

448

(Pass 49)

If the last letter in the virtual word is 'h', and if the letter 'h' is directly preceded by a vowel, then; assign the letter 'h' the silence phoneme #0; and light the block stations for the letter 'h', and the vowel that precedes the letter 'h'.

450

Fig. 11

(Pass 50)

If the first letter in the virtual word is 'w', and if the letter directly following the letter 'w' is the letter 'h', and if the letter directly following the letter 'h' is the letter 'o', then: assign the letter 'w' the silence phoneme #0; and light the block stations for the letters 'w', 'h', and 'o'.

450

(Pass 100)

If the virtual word has the letter 'd', and if the letter 'd' is directly followed by the letter 'g; or the letter 'j', then: assign the letter 'd' the silence phoneme #0; and light the block stations for the letter 'd', and the letter 'g' or 'j'.

451

(Pass 101)

If the last letter in the virtual word is 'm', and if the letter 'm' is directly preceded by the letter 's', then; assign the letter 's' the /z/ phoneme #18; and light the block stations for the letter 's' and the letter 'm'.

452

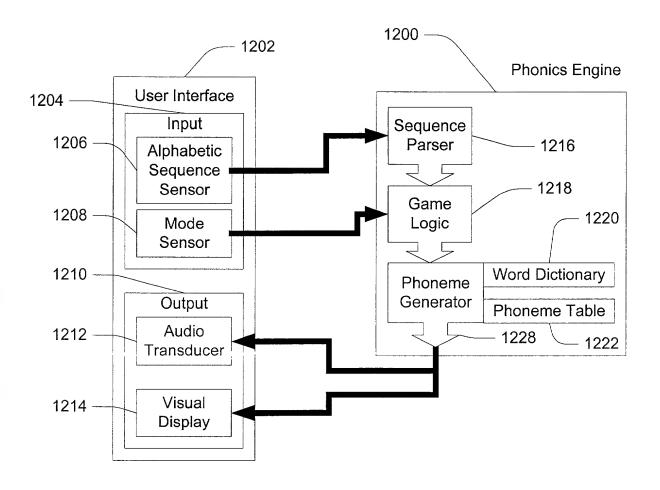
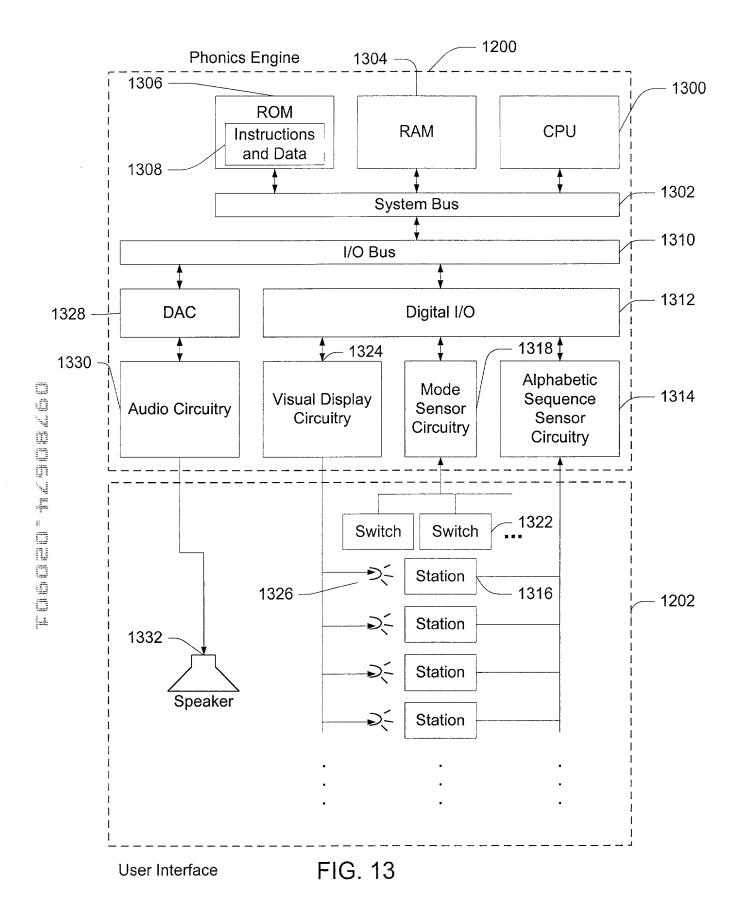


FIG. 12



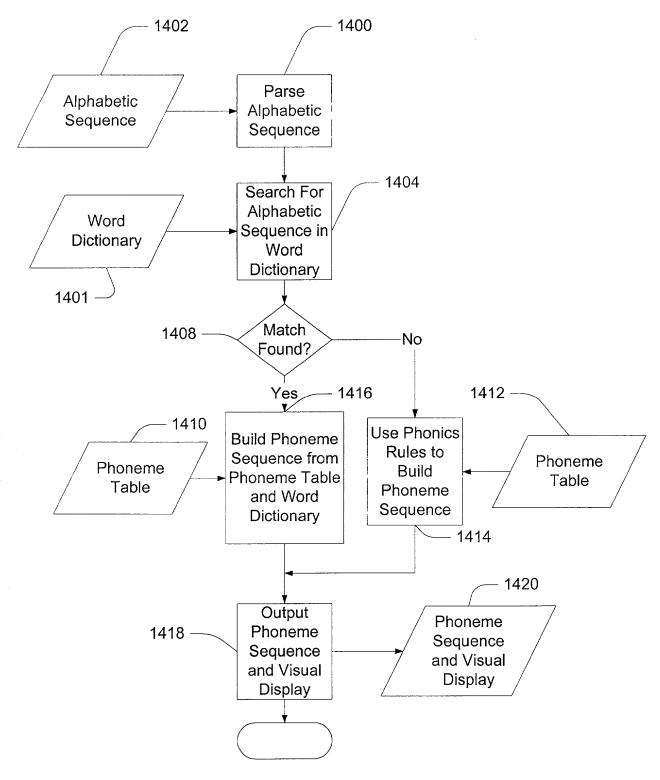


FIG. 14

